

# Witch

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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Witch](#).



This fan-fiction article, **Witch**, was written by [Witcher190](#). Please do not edit this fiction without the writer's permission.

*“The angry mob has come 'burn the witch' they cry, 'she has summoned the beast!' I must defend myself. Don't let them harm me... for my sins are not as great as they say!”*

— Abigail, Witch of Vizima's Outskirts

"**Witch**" is a term with many meanings in the Northern Kingdoms and the confederation of [Northern Kingdoms](#) colonies known as [Fabiola](#) (since the late 14th century) and, to a lesser extent, [Nilfgaard](#), primarily in vassal or conquered territories following the conquest of [Gemmeria](#). On one hand, it is a colloquial term to describe the even rarer [female counterparts](#) (until 1358) to male witchers and sorceresses (as happened to [Keira Metz](#) in 1272, or the sorceresses present in Novigrad during the Witch Hunts, 1272 - 1276).



The most accurate definition of a witch is a woman who masters magic independently, unaffiliated with any formal organization or school. Unlike witchers, witcheresses, or sorceresses, witches are often considered a hybrid between a priestess and a



mage. These women are typically "*wise-women*," healers, or renegades from the druidic or magical traditions. Often, but not exclusively, they are older women or even hags, who may organize into covens to perform rituals throughout the year.

The term "hag" is frequently misused to refer to monstrous beings when, in fact, it more accurately describes witches who have become corrupted by magic. Renegade mages who become witches and fall into corruption, such as the legendary Yaga or the Witches of Ebbing, embody this definition. Additionally, powerful beings like [She Who Knows](#) and her daughters—The Crones, the Bloody Mistress, or Mamunna—fit this description as well.

Witches are distinct from mages and witchers in both their origins and practices. While sorcerers and sorceresses are trained from a young age in institutional settings to control their powers, witches rely on their inner strength and obscure knowledge, often acquired through dubious means. Some witches evade the watchful eyes of the magical institutions, some were once mages who delved into forbidden knowledge, and others live on the fringes of society, far from the reach of any magic school.

Witches, or warlocks in the case of males, constantly walk a fine line between control and chaos, one step away from madness due to the elemental forces they channel through their bodies. Unlike mages, who are bound by the rigid structures of their institutions, witches owe fealty only to themselves. They possess the ability to heal, destroy, support, or curse, but they do not rely on traditional spells. Instead, they wield raw magical power, shaping it according to their will.

The powers wielded by witches are deeply intertwined with their emotions, drawing strength from the intensity of their feelings. A witch's fire burns with unparalleled ferocity when fueled by hatred, while the chill of her ice becomes more piercing as her wrath deepens. The emotional state of a witch directly influences the potency of her magic, with each surge of adrenaline amplifying the effectiveness of her spells, be it in the form of increased damage, prolonged duration, or other manifestations of power.

As already mentioned, similar to other magic users, witches draw power from ley lines. With the difference that, depending on their emotions, they can draw more or less power from them. They can even draw power from the nemeta without - to a greater extent than mages - becoming corrupted.

However, this emotional connection is a double-edged sword. Each time a witch unleashes destructive or hostile magic, it shifts her emotional equilibrium towards darkness, making her more inclined towards harmful intentions. Conversely, when a witch employs benevolent or supportive powers, her

emotional balance is nudged towards positivity and light. As this balance tips, the nature of her magic becomes increasingly polarized—destructive spells grow more potent as her hostility deepens, while benevolent magic wanes in strength, becoming almost ineffectual if her heart leans too heavily towards malice.

Thus, a witch's emotional state is not just a reflection of her mood but a powerful determinant of her magical abilities. The more she indulges in a particular type of magic, the stronger it becomes, while attempting to perform acts of kindness or healing while consumed by negative emotions can render such efforts futile. The life of a witch is a constant struggle to manage this volatile balance, walking a thin line between the light and the darkness within her.

For information on their equivalents in other parts of the world, [click here](#).

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## Gatherings, Covens and the Sabbath

Witches are stereotypical associated with certain ideas, such as using a cauldron to brew potions and having hedonistic meetings under the moonlight to perform evil rituals. As with most rumors, there is a grain of truth to some of them.

### Gatherings

While usually solitary, chance meetings happen. "Every man for himself" is a credo that keeps one alive, but cooperation with others may be the key to

learning and improving. When two or more witches meet (usually somewhere in the wilds, like a forest) it is referred to as a gathering. Sometimes a resident witch will send invitations to new arrivals to such gatherings, which usually plays out much like a Bazaar would - but instead of silk and spices the wares traded are knowledge, alchemical ingredients, elixirs and rare tomes.

## Covens

The idea of a witch is often likened to the village witch, living in a hut at the edge of a village and helping the local populace while keeping to herself most of the time. When Witches choose a place to dwell in their "territory" sometimes overlaps, leading to what is known as a Witches' Coven. It is rare for such covens to be larger than three, but in theory possible. Covens are mutually beneficial long-term alliances centered on a certain location.

## Sabbath

The Sabbath is a "holiday" for witches only practiced in places where one of them has found a level of acceptance or in places far from civilization. It is a festival where many gather and celebrate. Like a gathering, there is trades among the witches, but merrymaking and the use of rituals is the focus of a Sabbath. Peasants often associate the Sabbath with the ideas of wild orgies, blood sacrifice and witches on flying pigs - how much of that is true is only known to those that attend.

## Notable Witches

### Beings (unclear nature)

- Bloody Mary (lesser demon, speculated, although like Yaga, some stories placed her as a good being)
- **Crones**
- Fada Morgana (supposedly, a corrupt **fairy**)
- Mamunna
- Muma Pădurii
- **She Who Knows**
- Yaga (is described as an evil being and a possible relic from another world, but there are stories that she has helped people in a "good way" unlike the Crones. It is also not known

for sure if she is a unique being, it is believed that there are two more under the same name, her sisters )

## Hags

- **Black Annis** (the most powerful specimen of **Annis Hag** and the reason for the naming of this subspecies of the monster)

## Witches

- Aberewa
- Adraza
- Alvina
- Aradia
- Berila
- Befana
- Brina
- Carnila
- Carey of Fabiola
- Cerriden
- Dela Bella
- Eruqa
- Eudoxia
- Freya of Poviss
- Fortuna Howler
- Fidelis Digby
- Gormula
- Grimhild
- Illyana of Kovir
- Jezelda of Vinland
- Koine
- Kirene
- Kyla Inígealach
- Maehori
- Melissa of Toussaint
- Mava
- Mekea
- Moira Church

- Morgause
- Mokoska
- Odessa Borges
- Petulia Gager
- Rosalinda
- Sarize
- Shirley Inígealach
- Skuld of Faroe
- The Three Witches
- Voleth Meir (in reality, a Navigator of The Wild Hunt who experimented with Goetia)
- Waka
- Witches of Ebbing
- Witch of Endor
- **Witch of Lynx Crag**
- Witch of Ruach
- Witch of Redania
- Yaga (unclear)
- Zafiro
- Zelena of Redania

## Type of Witches

- Skinwalkers
- White witches
- Grey witches
- Black witches

## Notes

- If you have ideas for the witches mentioned in this article, feel free to make articles for them.
- Some of the lore info came from this article of the same name in The Witcher RPG Wiki written by **Neverwitcher**.

## Image Credits

- *Witch Apprentice* by Oleksandr Kozachenko for *Gwent : The Witcher Card Game*.
- *Lesser Witch* by Karol Bem for *Gwent : The Witcher Card Game*.

## Trivia

- The different types of witches are inspired by the different types of witches that have existed in Pop culture or folklore with the exception of the witches by race.
- The Witches of Ebbing are a reference to one of the most famous cases of Witch Trials in Spain, the [Basque witch trials](#)<sup>[↗]</sup>.



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